

Specifications:

The following inventions relate to a multi-platform system that will allow several users to access a unit. This invention allows several users to access game applications, personal computers applications, media networks, and software operations. Where this machine differs from other units similar, this invention will use satellite transmission from the home unit by means of the said invention, and to transmit data from the end user's home for a room-to-room transmission by operations of wireless networks. This invention will operate like a standard video home game console, but with increased hardware modifications. The end user set-up for this system is different from the related hardware readily available. The said invention once plugged in can work by a wireless network, meaning that a RF switch/cable cord is not needed unless the end user chooses to have the system networked by standard means of operation. The console itself will be able to transmit the data stored inside its hard drive to any wireless RF switch in the end user's home. These RF switches will have zone labeling and programmed features to allow the game console to transmit the required data to the user's choice of location. This unit has several functions that will be outlined in the contents of this application.

Multi-feature Entertainment System with built in biometric feature with Digital Resolution video card network.....thereof

Background of Invention

[0001] Field of Invention

[0002] The present invention relates to a digital card with either live or animated captured images with memory for a continuous loop of pre-stored movies, trailers, or electronic game demo data. A small LCD screen is attached to the front of the polycarbonate plastic. Each D.R.V.C. (Digital Resolution Video Card) has a graphics processor memory and digital-to-analog connector ports at the top and bottom of card. Along each side of the card are micro compress data storage units from the top to the bottom. Each row contains six storage units, with a total of thirty mini units consisting of several rows of data stored in each mini unit. CDs and DVDs are made using the same materials and manufacturing methods, however, the data on D.R.V. is stored within the card itself, in the form somewhat the card itself in the form somewhat like DVDs small pits and bumps in the inter workings of the card. The D.R.V. card is composed of two layers of plastic, the data is arranged as a single row of data, once that designated row of data is done, the next row of data is extracted from the same mini unit until that mini unit data is done, then the optical laser eye goes to the next mini unit until all the data or storage space is used on either side of card.

[0003] In another aspect of the invention, the LCD screens allow the user to have a visual picture of information that is stored on the card. The LCD screen gives the user valuable information on movies or game platforms. The battery and CPU are stored behind the LCD screen. The images are live or animated depending on which platform is being used. The LCD screen purpose is to replace text information on DVD boxes or CD boxes by visually watching the data. The customer has a better understanding of the purchase. Once the user can see what is stored on D.R.V. card, the user

can access the information depending on the trailer or game demo being used.

[0004] In another aspect of this invention, sound bits for demos will be used. The user has the option to turn down sound or increase the sound. The sound will be stored and loop over, with each viewing. The audio data will be stored along with the other data in each mini unit capsule.

[0005] In another aspect of this invention allows for more compact information to be stored, then a DVD. Once the optical eye extracts the string of data, and a MPEG encoder analyzes each frame and decides how to encode it. The encoder eliminates redundant or irrelevant data. Once the card has engaged the card converter drive, the card compress data is processed and converter it into images and audio.

[0006] In another aspect of this invention, the console has a biometric security feature. This feature allows the user to secure the system from unwanted players, thus this feature also works as a game saving feature. The user press the finger print button, a small tray opens to allow the user finger print to be scanned for future applications, this allows the user and console to be more secure in certain location on the game. Thus, providing a biometric solution to the user. The users fingerprint becomes the users memory card, saving the game by a biometric solution.

[0007] In another aspect of this invention is the four tray movie or game holder. This invention allows the user to place four D.R.V. cards inside the tray, making it easier for the user, instead of changing out games or movies each application.

[0008] In another aspect, this invention allows user to have a wireless console. A adapter is linked to the TV or rotating monitor. The console sends the image from the console by wireless applications. The adapter is more like a receiver. It de-scrambles the encrypted signal. The console communicates to the chip inside the adapter. A digital MPEG-2 signal converts the signal into an analog that the TV can recognize. The cordless console has a lithium battery. The internal modem

is used for Internet connection. The Internet ports are located in the back of the console.

[0009] Another aspect of this invention is the 360 degrees monitor rotation. The optical eye from the wireless controller (keyboard) sends a electronic beam to the LCD monitor. Once the user turns left the DCD monitor follows the signal of the controller. This aspect of the invention allows the user to play anywhere in the room, without wires and without having to be directly in front of the infrared receiver. The monitor will give a special mechanism added to the neck of the monitor to allow the LCD monitor to shift 360 degrees with out human interaction.

[0010] In another aspect, this invention is the wireless controller with built-in LCD screen. This feature allows the user to play the same game on the TV on the controller. The console splits up the image form the TV to the controller, allowing the user to play directly off the controller. The controller receives signals from the console, the user can play form anywhere in the room. The audio from the game is split between the TV and controller.

[0011] In another aspect of this invention, the controller can be portable. The user can play D.R. V. cards inside the controller allowing the user to play games at anytime any place. Since the D.R. V. card is compact, it can be inserted into the controller slot in the top center, or the console can send a high pitch frequency.

[0012] In another aspect, this invention uses the console as a whole entertainment unit. The console has four processors, memory and operating system. The console DRV cards do not work like DVD or CD. The optical laser lines up with the mini ports on each side of the card, extracts the line of data and this data is sent to the CPU and processed before the system is loaded. The ROM preloads several lines of data into RAM. The console loads several lines of data, of video and audio portions are process. One mini port can hold several lines of data, allowing for more storage on one compact of card. The console tray has four trays that are alined with laser optical eyes, which extract the data

from the mini ports. A chip coordinates everything. The console has several functions to give the user more choices with this invention.

[0013] This invention also allows the optical eye to go from one storage unit until all the mini storage units data has been process. From the left top to the bottom, back up to the top right, to the bottom, data is pulled out read and placed back into its correct slot. The console's optical laser eyes must stay so far ahead of the previous data streams. Depending on the type of science being converted, the encoder will decide which frame to use. The longer the frame, the more intraframes that would have to be encoded. The CPU has the correct storage unit sequence opening for each mini-unit.

[0014] The RF TV adapter, in this invention, can be used to allow multiple user to play or watch either movies or games off the same console. Thus, four users can simultaneously operate the console. A wireless signal is sent to appropriate RF adapters in each location. Once the signal has been received the network will access for user input, either by a console controller (if game) or a TV console remote (if movie). Since the data on the D.R. V. card is imprinted on the card four times, it allows the user to watch the same movie or play the same game at the same time. The console system will identify each D.R. V. title to the user on the screen, so the user can choose the preferred application. However all games that have a biometric code, still must have access by a biometric code, still must be access by a biometric finger-print to gain access to game data.

Summary of Invention

[0015] The present invention is a visual and storage solution to DVDs and CDs. This invention allows user to sample a demo of the stored movie or game platform, by watching a full color LCD screen, with sound clips. In addition, the amount of storage that can be held on this card is large. Along each side of the card are several square blocks of storage data compress within mini storage units within the card. The method of use is simple, once each string of data is removed and used, another string is extracted, and the previous string is placed back, and the process continues until either all data is used or user decide to end process. The D.R.V. card can store more data. The card data convert the string of data into either audio or images. Unlike a DVD player with one optical eye, the D.R.V. player or game console has several optical laser eyes, to scan both sides of the D.R.V. card. Each D.R.V. card main square port can hold several mini ports, which the CPU, extract data from the mini units in pre-programmed order.

[0016] In another aspect, this invention allows the user to have a wide range of features in one unit. The console has several features from a biometric security feature to fingerprint save options. Other game consoles do not have this feature, this will allow a level of secure game play without the user's game being deleted or played by other players unauthorized.

[0017] The monitor, in this invention, can make a full 360 degree turn by motion of the controller. This operation is only allowed with controller and monitor. The controller sends a signal to the monitor to shift with direction of the users controller, without the user adjusting the monitor manually.

[0018] The controller also can be used to play games or watch movies from any area of the users dwelling. On the controller is a LCD screen to allow the user to play or watch on the controller.

Brief Description of the Drawings

[0019] In the Drawing

[0020] Fig. 1 is a frontal view illustration of the outside parts of the console.

[0021] Fig. 2 is a frontal view illustration of the back parts of the console.

[0022] Fig. 3 is a top view of the console.

[0023] Fig. 4 is a side view of the console.

[0024] Fig. 5 is an inside view of the console.

[0025] Fig. 6 is a frontal view of the LCD screen rotation (360 degrees).

[0026] Fig. 7 is a frontal view of the controller image, also image is on LCD screen or TV.

[0027] Fig. 8 is a frontal view of showing a wireless console working with a wireless controller.

[0028] Fig. 9 is a frontal view of D.R.V. card with LCD screen

[0029] Fig. 10 is a partial view of D.R.V. data along the card.

[0030] Fig. 11 is a front view diagram, explaining another aspect of the console streaming data to room of choice. Streaming music, movies, or games to the users preferred location.

[0031] Fig. 12 is a front view of the console with the card attachment attached to the console.

[0032] Fig. 13 is a complete system monitor, RF adapter, plug-in adapter, console, D.R.V. card, controller and the D.R.V. storage rack.

[0033] Fig. 14 illustrates shows a satellite network working in conjunction with the Entertainment System Console. This invention allows user to stream data from the home location to other electronic devices.

Detailed Description

[0034] Referring to Fig. 1, the present invention is showing from a frontal position. This invention includes a biometric fingerprint module 1 used for individual identification, the finger-print module is stored inside the console. The user has the ability to access this device if needed. Also this invention contains a D.R.V. card hub 2. The four tray card hub is connected to all four CPU's and hard drives. Once the D.R.V. cards are inserted, the stored animated image on the card's LCD screen comes to a stop, and the data on the card is downloaded to the hard drive. This system allows users to play or watch the required media on the D.R.V. card. Data from one console can be streamed from any location with a wireless receiver adapter. Thus, four users can access the same card at the same time, up to four streams.

[0035] Fig. 2-4 are illustrations showing front, top and side views of the console. Now referring of fig. 5. This illustrations a more detailed view of a wireless console biometric device and components. This invention has a built-in antenna to transmit audio and images to a knows receiver location. Each receiver adapter has a specific numeric code that is stored inside the console's memory drive. Thus, this information can be used to send pictures and audio to known adapter location.

[0036] Fig.6 is a illustration of a wireless monitor with a full 360 rotation. The optical eye on the wireless controller sends a electronic beam that looks on the monitor, thus: moving automatically with every movement of the user.

[0037] Fig. 7 illustrates a wireless controller, a wireless LCD monitor, in conjunction with television screen. This invention has the ability to send a digital image to the controller for a portable application. Thus, the image that appears on the LCD screen is transferred to the controller using

wireless technology as discussed above.

[0038] Fig. 8 illustrations show a wireless controller with the ability to receive digital images and sound from a wireless console using wireless technology.

[0039] Fig. 9-10 represent the D.R.V. card. This card can store data and has a LCD screen for user can have a brief understanding of the data stored on the D.R.V. card. Now referring to Fig. 10 is a partial view of D.R.V. card storage port. Data is stored within the mini ports of the card. Media programming or video game data can be stored within the polycarbonate plastic hub. Data is stored on a thin plastic sheet with a chip attached to receive information. Then, a plastic back and front are placed onto the thin plastic sheet.

[0040] Fig. 11-13 drawings show several degrees and usage the console can do. A single console can send video game application to any location with a RF wireless adapter attached. If four D.R.V. cards are placed in the console's tray, the user can retrieve any of the four cards data (game or movie) to any location the user desire. There is a possible of four users in four different location in a home can stream off one card at the same time. The console can send digital to a wireless console, TV or monitor, to any location with a wireless adapter. Since four different data files are stored on one card, this allows the console to extract four of the same data to the hard drive ready for a users to access the system if not in the same area. (On demand gaming and movie electronic device)

[0041] Referring to Fig. 14, this invention will have a digital transceiver port. This system will allow a transceiver dish to send out frequency to any electronic network: car, monitors, cell phones, or hand held devices from the users home. This port is located in the rear of the console (or music applications). The console gives the user on demand access stream data to a satellite then this data is sent to the users waiting electronic device. Phone, mobile car monitor, portable hand held and other electronics devices. The transmitted data is received through a mobile antenna devices.

[0042] The present invention is a united unit comprising of several components to form a whole entertainment media gaming network system. The present application of the invention is a hybrid device with the capabilities to operate as a media outlet or a electronic game device. The RF TV adapter allows user to have access to the system by wireless applications. Also, the system is able to play several different entertainment venue at anytime.

[0043] The present invention is a wireless network. Data from the D.R.V. card is streamed to the correct RF TV adapter. A wireless signal is sent from the console. The location of the console can be anywhere in the unit. Other console medial gaming units are always in one location. Therefore, there exist the need for a wireless, cordless, and multi-feature system that can be accessed at any location of the users home.

Conclusion

[0044] While various embodiments of the present invention have been described above. It should be understood that they have been presented by way of example only, and not limitation. It will be understood by those skilled in the art that various changes in form and details can be made therein without departing in the sprit and scope of the invention as defined in the appended claims. Thus, the breadth and scope of the present invention should not be limited by any of the above described exemplary embodiments, but should be defined only in accordance with the following claims and their equivalents.